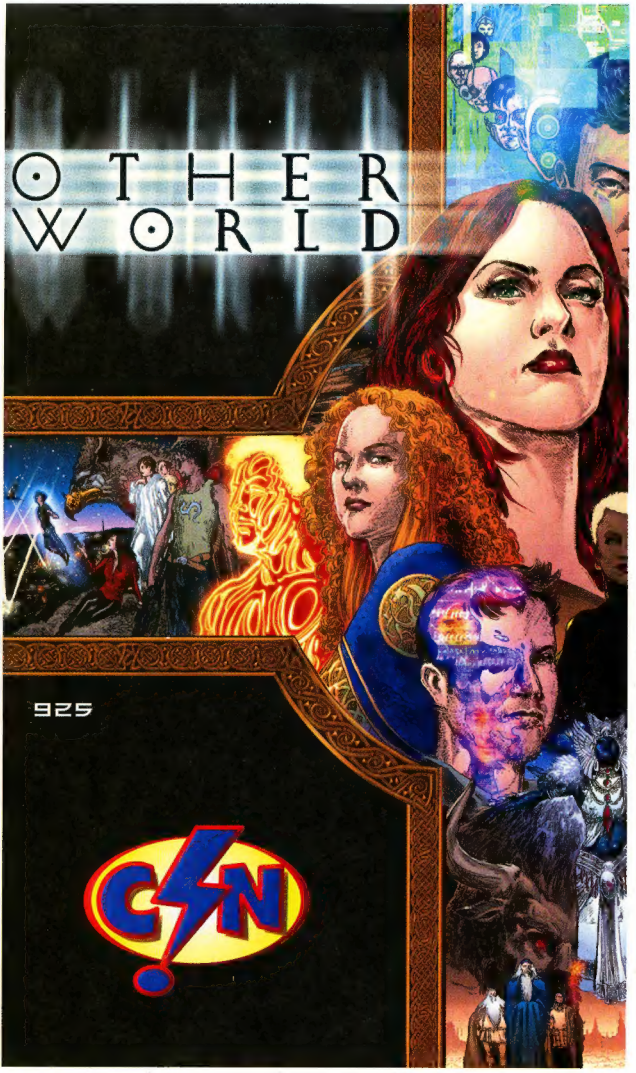
OTHER WORLD
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Jimenez Shares His World View

Phil Jimenez has spent a good portion of his professional career visiting other worlds—the DC Universe of Wonder Woman and the Teen Titans, the Marvel Universe of the X-Men... but now he's ready to stay at home in a world of his own making. Even better, he's inviting comic readers to join him in his ***Otherworld***—and the price of admission is less than three bucks a month!

Otherworld, the creator's first project for Vertigo, is described by the publisher as combining "the dramatic setup and ensemble cast of ***Lost*** and ***Survivor*** with the fantasy of ***The Lord of the Rings*** trilogy and mind-bending technology of ***The Matrix.***" The maxi-series blends elements of fantasy, science fiction, and superhero action in a complex amalgam that's truly epic in scope.

Otherworld transports a group of young people from Earth to a world divided of two cultures—cultures that are in a continual state of war. One culture is mythological in nature, a realm of magical beings; the other culture is purely technological, a world of super-science. Their war has gone on as far back as anyone can remember... but the balance of power is about to change. The reluctant humans stranded in Otherworld have been given amazing superpowers—and one of them is destined to be the savior who will either end the war and save the Otherworld... or destroy it forever.

What led Jimenez to tell a tale blending fantasy, science fiction, and superheroic adventure? "There are two reasons, really," Jimenez said. "The first is simple: the fantastic visual dichotomy between the two nations at war within ***Otherworld***. Each 'land' was developed with a very specific visual look and language and each has been sumptuously brought to life not only by me but by my inker *Andy Lanning* and by *Jeromy Cox*, the colorist of *Alan Moore's* ***Promethea***. For me, nothing could be more challenging—drawing the giants, trolls, dragons, and castled plains of a fantasy, ***Lord of the Rings***-like world, with all its minute details and cross cultural architecture and creatures—

"And then switching gears into a much more angular, clean, ***Tron***-like world, the visual opposite of the magical land. And let's not forget the third world—Los Angeles—our familiar, ordinary world, with all of its sunshine and fabulousness, or the cast of people I take from there to tell our story. Three different worlds, different looks, different color palettes—and, quite frankly, nothing could be more fun.

"Second, the fantastic thing about such mythical worlds is how they function as metaphor. I can tell a story through these two opposing nations of Otherworld and explore ideas and questions without dating the material and without putting to fine a point on some of the sociopolitical or religious based ideas I've been researching and writing about here. I'm amazed at how each of the mythologies lends itself so simply to the metaphor, and how everyone who's read the project so far interprets the questions and the conclusions differently, based on their own point of view."

Exactly what is the land that Jimenez calls Otherworld? "Otherworld is the Celtic Otherworld, the magical Avalon from British-Irish mythology, a land of enchantment and magical creatures, wizards, floating castles, etc. It's populated by beings and objects from a dozen different world mythologies, not just Celtic, although we see those influences first. For various reasons, however, Otherworld is split in two—and the second nation is a land of technology and cyborgs, soaring sky scrapers and all-encompassing science. They've been at war for centuries, and at the beginning of our series, each side believes one is planning its largest, most lethal invasion of the other, at the border where the two nations meet."

Fantasy seems to have found an eager audience in comics in recent years, and ***Otherworld*** sounds like the kind of book that could tap into that audience. Did Jimenez develop the series as a response to the growing interest in fantasy-themed comics, or was this a concept you've been working on for a while? "***Otherworld's*** roots are more than a decade old, actually. The characters themselves are rooted in friends and coworkers I had in high school and my early years in college, morphed and evolved into the characters they are now. The war between these two cultures has been a part of the project since its inception.

"Fortunately, films like ***Lord of the Rings*** have made fantasy much more palatable and acceptable to non-comic book audiences. They're used to the language and the imagery now, and that couldn't be more helpful. I really think that these fantasy worlds will always remain fantastic sources of fiction—when played to their visual maximum, there's simply nothing like them."

Does Jimenez feel that the comics market is more open to diversity than it was five or ten years ago? "Hmmm..that's a tricky question. I find that in my case, DC has always been open to my ideas and my desire to fill their universe with diversity of one sort or another, and that, with ***Otherworld***, one of my greatest accomplishments is the diversity of characters, racially, economically, and sexually."

Rather than focusing on the myth-versus-science aspect of the story's central conflict, Jimenez also introduces a superhero angle. What abilities do the visitors to Otherworld possess? "Yes, there are super-powered young people in ***Otherworld***—perhaps the book's most mainstream aspect. Truth be told, I felt these characters need super-powers, but not on the level of Magneto or Superman. I think of them on a much smaller scale—enough to enhance them but not enough to make them invincible.

"Further, their powers will be very familiar to most comic readers—super strength, telepathy, shape-changing, etc. The idea was less to manufacture new and magnificent super-powers than to given them abilities non-comic book fans could quickly identify with—fans of the ***X-Men*** movies, for example, who know Mystique or Jean Grey, might understand their powers more quickly than something outrageous. I still think comic books are one of the best media to explore the idea of the super-powered beings, but I also didn't want those powers to get in the way of the story itself.

"It has been fun exploring them in new ways visually, and in playing with the idea that just because you get a super-power, it doesn't mean you necessarily want it."

The central figure of the story is one of those super-powered humans, Siobhan Moynihan. Who is she, and how does she respond to the destiny she must fulfill? "Siobhan Moynihan is a nineteen year old college student at University of LA. She's smart and well read, but she's also lived a fairly privileged, sheltered life. Siobhan's got strong opinions on things like war, art, and government, but she has little or no experience to back these ideas up. And she's also easily distracted by her own ambitions to be a singer and songwriter, her romantic life, and the flash and glitz of life in Los Angeles.

"What I love about Siobhan's quest is that it's so intimate and personal—it seems, on the surface, like a story about a woman seeking her destiny (and it is), but it's also about a human being coming to terms with some hideous truths about the world she lives in and the way she lives in. In Otherworld, I ask Siobhan the same question I ask myself every day—if you know something is wrong in the world, if you've seen it and experienced it, what is your personal responsibility to do something to change it? What are you willing to give up to make someone else's life better?

"Siobhan isn't alone on this journey, though. Other core characters are Siobhan's boyfriend Jason Ng, Donnie Stewart, a scruffy Australian bartender, and Billie Reyes, Siobhan's best friend, a dancer and Baltimore transplant. There are others too, and, like on Lost or Survivor, some are strangers to Siobhan—some out to help her, and some out for themselves.

And at least one non-human character will impact Siobhan's life as ***Otherworld*** develops. "The sorceress Cessaire, drawn from Celtic mythology, is another important character in Otherworld—and a powerful force of change in Siobhan's life."

As Jimenez said earlier, ***Otherworld's*** roots date back over a decade; exactly how did the story develop? "I began working on this thing back when I was in my early 20's in college, and maybe even before that. The characters have their roots in people I know and knew, and my college roommates helped guide and shape it. The story itself really started to take shape during the first Gulf War, and it naturally lent itself to a classical three act structure.

"It's the kind of universe I think all creators have in them; like *Grant Morrison's* ***The Invisibles***, which was so personal and so ambitious and one of my favorite comic epics ever. I'm just in the incredibly lucky position to have an opportunity to make mine a reality."

Even with over a decade of pre-planning, a project of this magnitude must demand a great deal of time, right? "It's definitely more time consumptive than other projects I've worked on—where do you think I've been for a year?" Jimenez joked." But I find that designing the worlds and the characters is infinitely more time consuming than actually drawing the pages. Figuring out what a wizard's bazaar or a cyborg's teleport station looks like takes a *lot* longer than actually penciling it!"

Did any influences, either from within or from beyond the comics field, help to shape ***Otherworld?*** "Omigod, this book is the culmination of a life-long process of acquiring and amalgamating influences. Indeed, it's an homage to dozens, if not *hundreds*, of those influences, that include friends, teachers, classroom debates, my upbringing in NYC and Los Angeles, magazines and newspapers, fashion shows, TV shows, cartoons, video games, movies, soap operas, travels to other countries, lectures on design and architectures, books on politics, philosophy, gender issues, etc. Everything that has ever touched me has touched this project, in what I think is an incredibly positive way.

"As ever, my strongest influence from within comics is *George Perez*. But other artists like *Bryan Hitch, Adam Hughes, Arthur Adams, Jose Luis Garcia Lopez,* and *Riochi Ikegami* continue to inspire me and blow me away. And new artists like *Ivan Reis* just up the ante. *Alan Moore, Neil Gaiman, Grant Morrison, Paul Levitz*—the work of these men continues to blow me away and inspires me.

"Hopefully, I can be counted among them as someone who has done good things in the business, and that, in ***Otherworld***, we'll see the very best of those influences filtered through my own sensibilities and experiences in the field."

Otherworld has it all—fantasy, sf, superpowered beings—so who's the target audience? "I have several, actually. I hope that fans of super-heroes will buy ***Otherworld*** and love it for the super-hero adventure. I hope fans of science fiction and fantasy will take a peek at the book and enjoy how I've played with each, staying true I believe to the cores of the genres. I hope other kinds of readers who might not seems themselves represented that often in comics will enjoy ***Otherworld***. And I certainly hope that fans of serial comics and fiction will buy it, watching the story unfold, learning issue after issue about these characters, coming to care for them and their dilemma. It's an investment of time and money for readers, and an opportunity to entertain them I'm *deeply* thankful for. I truly believe with his book, everyone gets their money's worth."

What led Jimenez to make his Vertigo debut with ***Otherworld***? "I pitched ***Otherworld*** to DC Comics on and off for years; after the horrible attacks of September 11th, I pulled the proposal out, reworked it with editor *Will Dennis*, and resubmitted it. I think it appealed to Vertigo because of the various layers of social commentary and political questioning, and I think they thought the epic quality might bring to the Vertigo line readers who might not have sought out the more adult themed material before.

"Will's a genius; the amount of time and energy he's taken to help shape this piece cannot be understated. It gets better and better because of Will's work on the book, and his ability to tolerate my anal-retentive, controlling obsessions!"

Jimenez' commitment to ***Otherworld*** dates back many years—and he's willing to commit for years to come, if the series finds its audience. "***Otherworld's*** story is designed to close with twelve issues, but begin again with issue #13 if sales warrant it. The model for the maxi-series was the great epics of the 1980's—***Watchmen, Camelot 3000, Crisis on Infinite Earths,*** and later, *Neil Gaiman's* ***Sandman*** . One of my great inspirations, however, remains Grant's ***The Invisibles***. I *loved* the format of that book—the notion of "Volumes", and I loved the way he explored characters in that book, and how ambitious he was with it. ***Otherworld*** and its size are ultimately inspired, then, by those works, and the men who created them, and who have entertained and enlightened me for over twenty years.

To ensure that the project remains on schedule, Jimenez has been working diligently for the past year, and has built up quite a backlog of material before the debut issue ever sees print. "I'm just starting penciling the eighth issue; with any luck, that will all be done by the time the first issue comes out. So we're pretty far ahead! Let's hope we can keep it that way!"

While most readers may describe a project both written and pencilled by Jimenez as a solo effort, the creator refuses to take the credit for himself without also crediting the contributions of *Andy Lanning* and *Jeromy Cox*. "I really don't have the words to describe how fantastic Andy and Jeromy's work has been, and how they've helped me realize this world visually. The two are doing *the* best work of the careers, and I really hope fans take note of the extraordinary layers of detail and nuance they add to this project"

Otherworld #1, a forty-page premiere issue, is scheduled for March 30th release.

BY CLIFF BIGGERS

Courtesy your friendly neighborhood comics outlet!

Comic Shop Newsarama

Produced by ***Comic Shop News*** in cooperation with *Matt Brady* and *newsarama.com*

Ins & Outs
WonderCon Highlights & More

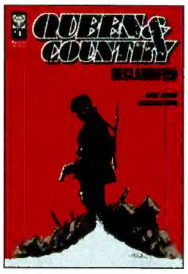
In! Could *Neal Adams* be returning to Batman? At a cover artist panel at WonderCon, Adams reported that he is talking with DC and *Frank Miller* about doing something with Batman (presumably for the new ***Batman All-Star*** book that Miller is writing, which features Jim Lee art on the first story arc). Nothing is signed yet... but we can always hope!

In! *J. Scott Campbell's* new series, ***Wildsiderz***, is slated to debut from WildStorm in June, kicking off with a $1.99 #0 issue. Campbell and *Andy Hartnell* write the story of five friends who tap into the animal kingdom to gain super powers.

Out! The second printing of ***Green Lantern: Rebirth #1*** has sold out from DC; there are no plans for a third printing of this issue of the best-selling series that restores Hal Jordan to his rightful role as Green Lantern. "People are witnessing the magic of artists *Ethan Van Sciver & Prentis Rollins* and colorist *Moose Baumann*," writer *Geoff Johns* said. "Green Lantern deserves this kind of spotlight, and I'm proud to be a part of it." ***Rebirth #4*** is already in comic shops; the fifth issue follows in late March, and the series will wrap up in late April, paving the way for the debut of the new ongoing ***Green Lantern*** series by *Geoff Johns & Carlos Pacheco*.

In! Extra pages and big-name talent in every issue of ***Vampirella Magazine***, beginning this summer. Harris Publications is relaunching the magazine series, bringing in new creators and adding 50% more content to each issue at no additional charge. *Christopher Priest & Eric Battle* take on the creative honors, launching a new direction for the comic book segment of the magazine; in addition, Harris is expanding the non-fiction segment of the book, adding more coverage of horror comics from other publishers, as well as articles about comics-related films, the goth lifestyle, and weird happenings in the real world. ***Vampirella Magazine #1*** is scheduled for mid-June release.

Out! *Greg Rucka*, who will not be writing ***Queen & Country: Declassified Volume 3*** when the limited series debuts in May. Hey, wait a minute... isn't ***Queen & Country*** a Rucka-owned concept? You betcha—but Rucka himself has tapped writer *Antony Johnston* to join artist *Christopher Mitten* to tell the story of the early days of Minder Nick Poole; Rucka will serve as editorial advisor. The storyline focuses on Poole's experiences as an elite soldier in the British Special Air Service.



"Greg's work was one of my main inspirations to write comics, and I've been a huge fan of ***Queen & Country*** from the very start. So when Greg asked me to write this series, I couldn't say no," Johnston said. The first issue is slated for May release.

In! *Jim Fletcher*, who has joined DC as Senior Art Director, DC Direct, where he'll work *with.Georg Brewer*, VP - Design & Retail Product Development. "After working as a creative consultant with DC for over ten years, when Georg presented this opportunity to me, I was ready to jump right in," Fletcher said. "Playing with the characters that meant so much to me as a kid (and still do, I'll admit) is an exciting and fulfilling opportunity. It's great to be an integral part of this dynamic and innovative team."

In! ***Kurt Busiek's Astro City: The Dark Age***, originally slated for late 2004 release and then delayed, is on the schedule for June. The story, of the '70s in Astro City, has its roots in what Busiek originally envisioned as ***Marvels II***. *Brent Anderson* pencils, with covers by *Alex Ross*. ***The Dark Age***, which reveals the final fate of the Silver Agent, will run for twelve issues.

Out! ***Razor's Edge: Redbird***, the three-issue WildStorm miniseries by *Ed Brubaker & Jason Pearson*, has been cancelled; no reasons were given for the cancellation.

In! More ***Firebreather*** from *Phil Hester & Andy Kuhn*. According to Hester, the character will continue on an irregular schedule, with Kuhn illustrating "as many as his schedule will allow. The original sold well enough to continue, but only if Andy had another source of income. Taking on another gig sort of hindered his ability to crank out ***Firebreather***, so we decided we were better of only putting out new stories when they were ready rather than always struggling to get new issues out that barely broke even. We still love it and some things are happening with it in other media, so I'm sure this isn't the end for Duncan."

In! A sequel to *Howard Chaykin's* Vertigo series ***Bite Club***, the story of vampires, mobsters, and modern-day Miami. *David Hahn* is slated to return as artist; no release date has been set.

Out! *Mark Waid & Barry Kitson's* ***Legion of Super-Heroes #1***, which has sold out of a massive overprinting.. "Really, seriously, when DC first told us how insanely heavily they overprinted the first issue, the flattery of their confidence was tempered with a selfish little bit of 'Okay, but, gee, we won't get the added buzz of a sold-out announcement,'" Waid said. "Rarely am I this happy to be this wrong!"

In! ***League of Extraordinary Gentlemen Volume Three*** is in the works, with *Alan Moore & Kevin O'Neill* looking towards a 2006 release date.

In! The IPC characters (barely known in the US, but cult faves in the UK) make their return in June with the debut of ***Albion #1***, written by *Alan Moore, Leah Moore, & John Reppion*. The six issue miniseries from WildStorm will be illustrated by *Shane Oakley* with covers by *Dave Gibbons*, and feature the likes of Robot Archie, Steel Claw, Captain Hurricane, and the Spider.

In! *Peter Milligan*, who is in talks with DC about writing a new series for Vertigo.

In! *Joss Whedon & John Cassaday*, whose work will continue to appear in the pages of ***Astonishing X-Men*** for at least twelve more issues beyond their initial one-year run... although readers shouldn't expect twenty-four issues in a row from the Whedon-Cassaday team. Current plans call for the creative duo to take a brief break after ***Astonishing X-Men #12*** before launching their second twelve-issue run. After that, according to Whedon, comes ***Giant-Size Astonishing X-Men Annual #1***. In: *Ivan Reis*, who has signed on as artist of ***Teen Titans***, most likely taking over the art honors after the completion of the May-June ***Teen Titans-Outsiders*** crossover story arc.

In! *Joss Whedon's* feature film ***Serenity*** (continuing the storyline of his short-lived SF television series ***Firefly***) is about to go multimedia! Most readers already knew that Whedon was finishing work on a ***Serenity*** film slated for fall release, but readers might not have known that the film will be preceded by a three-issue ***Serenity*** prequel miniseries debuting from Dark Horse in July. The miniseries, written by Whedon and *Brett Matthews* (a ***Firefly*** writer and a former comics collaborator with Whedon) and illustrated by *Will Conrad*, serves as a prequel to the film.

Out! Any continuity limitations, insofar as *Alex Ross, Jim Krueger, & Doug Braithwaite's* ***Justice*** maxiseries is concerned. Ross, who calls the story "the ultimate SuperFriends payoff," described the story as the Justice League versus the Legion of Doom, with more than a dozen major villains playing a part in the story. Like the ***All-Star*** titles featuring Superman and Batman, this book will tell an iconic tale free from any continuity constraints.

In! More ***Space Ghost***. Following the surprising success of the *Joe Kelly-Ariel Olivetti* ***Space Ghost*** origin series, which treats the hero with the respect that he deserves, DC is already working on plans for more ***Space Ghost***, but no creative teams or release dates have been announced thus far.

In! *Maureen McTigue*, who has signed on as an editor at *Byron Preiss'* iBooks. McTigue has previously worked as an editor at DC and Harris. She will work closely with ibooks' graphic novel and genre fiction lines. "I'm looking forward to iBooks," McTigue said. "Working on prose books *and* graphic novels is fantastic!"

Out! *Ed Brubaker*, who is leaving ***Gotham Central*** now that he's gone exclusive with Marvel. However, he and co-writer *Greg Rucka* have one heck of a storyline in the works for Brubaker's final issue—a storyline entitled "Dead Robin." It begins when the Gotham PD finds a boy dressed in a Robin costume dead in an alley, and must investigate to determine if the boy is the real Robin. "Who would know?" Brubaker said. "It's not like they have his DNA on file..."

Andy Diggle, Dragon Writer

Andy Diggle caught the attention of sophisticated action/adventure fans with his work on The Losers; he demonstrated his superhero skills with Adam Strange. But this summer, Diggle—along with artists *Leinil Yu & Gerry Alanguilan*—ventures a a half-century into the future for a new series that blends science fiction, crime drama, and over-the-top action.

Silent Dragon, slated for July release from WildStorm as a part of their "Signature Series" line of titles, is set in Japan of 2063, where Renjiro serves as a top advisor to the Japanese government—but he's also a Yakuza kingpin, a member of the Black Dragon Clan.

Not your typical comic book hero? According to Diggle, you have no idea just how complicated Renjiro really is. "You've seen the TV show ***Alias***, yeah?" Diggle told ***Comic Shop Newsarama***. "Well, imagine if the CIA was the Yakuza and the bad guys were the military junta and Jennifer Garner was actually Donnie Brasco's brain transplanted into the Terminator's body. Confused? You will be..."

Things for Renjiro go from bad to worse when...well, when things for Japan go from bad to *worst*! "Renjiro is the 'komon,' or advisor, to boss Hideaki, the Yakuza overlord of Honshu," Diggle said. "The army has seized control of Japan in a military coup, and the Yakuza want to steal it back. Renjiro is the brains behind the biggest Yakuza clan, but fate has a nasty surprise in store for him.

"Let's just say that when you see the last page of issue one, you'll wonder how there can be an issue two."

Diggle said that ***Silent Dragon*** has been in the works for well over a year now; its roots date back to Diggle's meeting with Yu at last year's Comic Con International: San Diego. The artist was itching to get rolling, but Diggle already had a full schedule.. "I didn't have time in my schedule to get started right away, so Leinil was kind enough to take on ***Batman/Danger Girl*** first to give me a longer

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lead time."

As Diggle tells it, ***Silent Dragon*** offers him a chance to blow off steam built up while writing ***The Losers***. "I'd been feeling a little held back by the constraints of supposed 'reality' in ***The Losers*** and I really wanted to let rip with some all-out sci-fi action," Diggle said. "I mean, of course ***The Losers*** isn't actually realistic at all - it's an outrageous action movie dressed up to look like a topical thriller – but even so, you still have to be at least a *little* grounded with regards to what's plausible in an action scene.

"I just wanted to turn that stuff up to eleven - people being punched through the sides of planes, battling giant robots, the whole thing. But with style, y'know? No capes or tights in sight... I think I'm hitting the action quotient here."

Silent Dragon #1, a July release, kicks off the six-issue miniseries.

Blacklight Postings

Last week *CSN* told you about this spring's return of ***ShadowHawk*** in a new series from Image. As it turns out, a second superhero series created by *Jim Valentino* is slated to join the Image schedule this summer when ***Blacklight*** debuts."I'm the creator and creative developer," Valentino said. "*Scott Wherle* is writing, John Toledo pencilling, *Marc Deering* inking, and *Kristen Simon* editing." So what's it about? Wherle offered a rundown. "It's about Lina Juarez: a young woman in a dead-end relationship, working a dead-end job, living a dead-end life in a dead-end town. A place where creative thought doesn't dwell, and is certainly never encouraged. Lina wants nothing more than to get out of the rut she's stuck in. Some excitement in her life. When she finds herself possessed by a mysterious power, she learns the true meaning of, 'Be careful what you wish for."

"Digging just a little deeper, the first arc is about knowing when to do the right thing. Lina's world is turned upside down by a shocking personal revelation, and the emotional struggle of deciding what to do about it weighs on her mightily.

"And for just a bit of character insight, our protagonist suffers terrible vertigo, making her newfound power of flight a near-liability. She's also a super-hero buff, so she uses the internet to keep up on all the latest happenings. In today's on-demand world, it's baffling to me that more super-powered crimefighters wouldn't use the tools at their disposal to be a step ahead of the game. That'll be Blacklight's niche to exploit. She's no Oracle, but she's a fantastic internet researcher, which will help her get her legs as a new crimefighter."

Look for ***Blacklight #1*** in June.

Magnus Opus

It was more than forty years ago that *Russ Manning* first introduced comic book readers to the "Tarzan of the Future" in the pages of Gold Key's ***Magnus, Robot Fighter***. But some concepts remain timeless—and ***Magnus*** is one of them! Later this year, the venerable robot fighter is returning to action in the first in a series of new graphic novels produced by veteran writer *Louise Simonson* and newcomer artist *Damion Hendricks*, whose style captures a lot of the classic look of Manning's work.

"We were looking for a title that would bring some resonance to fans for the iBooks' graphic novel line," iBooks president *Byron Preiss* told ***Comic Shop Newsarama's*** *Benjamin Ong Pang Kean*. "My friends *Steve Leialoha* and *Bill Stout* were old *Russ Manning* fans and fondly remembered the original Magnus ***comics***. My awareness of the fan's love for the character extended to the Valiant version, which was now over a decade old. So it seemed fair to look at rebooting the character again. I also was able to interest my mentor *Jim Steranko* in doing new character designs

for the major characters, a big plus.

"I know Weezie [*Louise Simonson*] since the early days when I worked at DC Comics... I knew she could do a major reinvention of an important character. *Howard Zimmerman* was a fan of Louise's as well so that clinched it."

According to Zimmerman, who is the in-house project editor, Simonson has written the script for the first graphic novel, which will contain forty-five pages of story and art in a forty-eight-page package. The first full-color volume in an initial three-volume series is slated for a May release.

"Weezie had done some previous work for us, and when the ***Magnus*** license deal was done, Byron contacted her. Fortunately, Weezie is a Magnus fan, and it was easy for her to say "yes" and make room for it in her schedule."

The search for an artist didn't take long. "I asked *Shannon [Denton]* and *Patrick [Coyle]* to recommend artists they thought could handle the job. When I saw Damion's work, it became clear to me that he could handle both the people and tech aspects of the story. And his storytelling is terrific," Zimmerman said.

"I think of him as *Bart Sears* meets *Russ Manning*," Preiss added.

For readers unfamiliar with ***Magnus,*** Simonson offered a synopsis. "1A, an ancient robot, feared that humanity had become overdependent on its robot servants. He foresaw the imminent rise of evil robots on Earth and believed that, without a champion, humankind might not survive their onslaught.

"So 1A took the human infant Magnus to his laboratory beneath the sea and raised him to be humanity's champion in the upcoming conflict of man against machine. He trained the boy in all areas of human knowledge, ethics, and combat, to think and act with preternatural quickness, and to toughen his skin to steel-like hardness at will. 1A also implanted a device into Magnus's skull that let him 'listen to robot thoughts.'

"In 4000 AD, when Magnus was an adult, 1A brought him to the continent spanning city North Am. There Magnus fell in love with the young telepath Leeja Clane, daughter of a rich Senator, and fought and defeated a series of 'evil robots' with agendas detrimental to humankind.

"In the course of his adventures, Magnus explored North Am from the mile-high penthouses of the ruling class, to the laboratories of the technocrats, to the slum-like depths where the Goph outcasts lived in shadow. He became humanity's acknowledged champion and fought evil robots wherever they appeared."

The new ***Magnus, Robot Fighter*** will take place five years after the Manning run. *Louise Simonson* offered some background on her storyline. "In the year 4005, the Traffickers, a cyborg race of alien pirate entrepreneurs, launch a hostile takeover of the Earth. Despite the heroic efforts of Magnus and the other human fighters, within six weeks, the Traffickers have damaged most of Earth's weather and power stations, destroyed much of its resources, and killed or enslaved many of its people. When a scientist invents a jamming device which will disrupt the nanotechnology that drives the Traffickers, Magnus and Leeja, working together, must use it to board the Trafficker master ship, rescue the human slaves, and destroy the ship before it can launch its final devastating attack upon the Earth—in an encounter that will change Magnus irrevocably and forever."

Simonson has developed a complex timeline that predates the Manning run by more than a millennium. "A thousand years before the time of Magnus, the first wave of Traffickers attacked Earth. They were less technologically advanced and were driven off, but this contact changed the course of Earth society and was responsible for initiating many taboos that lingered into Magnus's time, among them the prohibition against nanotechnology, cyborg humans, and robots created in human likeness.

"Many characters from the Manning run appear in this first graphic novel. Several will be drastically changed or killed during their contact with the Traffickers.

"The Trafficker leader is called H'zzard and is really cool looking in a terrifying sort of way. The Boomers—a disgusting race of giant flesh-eating Trafficker slaves—play a greater part in the second graphic novel. Both designs look really good. And speaking of designs, Magnus's new look—Magnus as interpreted by *Jim Steranko*, and drawn by Hendricks—is really excellent. In addition, Damion has reinterpreted the Fifties sci-fi look of Magnus' world in an edgy modern fashion. It just looks *great!*"

While developing original storylines and an updated approach was important, Simonson made every effort to make sure her storylines dovetailed with the Manning run on ***Magnus***. "In reading the original Magnus stories, I found myself asking a batch of questions about Magnus and his world: What made Magnus's mentor 1A choose that particular infant? Why do the robots all look like walking tin cans? Why are there no human-looking robots or cyborgs? How does the technique that allows Magnus to harden his skin actually work? How does a person raised in isolation and to humanity's highest ideals relate to the reality of Earth's teeming masses and flexible moral codes? Why did the appearance of all those "evil robots"coincide with Magnus's arrival in North Am? Those questions are just the beginning. In answering these questions, in filling in the blank spaces that Manning left, evolved my own answers for history, background, character motivations. Everything in my ***Magnus*** stories goes back to Manning —to what he said... and what he didn't.

"I was a fan of the original Manning ***Magnus*** when they first came out. (How could you *not* love that beautiful art?) I thought what Valiant Comics did with ***Magnus*** was interesting, though occasionally wrong-headed. (Everybody's a critic, aren't they?) So I relished the opportunity to take ***Magnus*** in a different direction based my interpretation of the Manning material.

"And the art of *Damion Hendricks* was a clincher. What a great young artist. The story I wanted to do was complex with lots of characters and locations from the original Manning run and a batch of new villains as well. Damion's work was amazing. I'm predicting future superstar status for this guy!"

If the graphic novels are successful, Preiss hopes that iBooks will be able to offer ***Magnus Robot Fighter*** prose adventures as well. "We would like to do novels, as we have done with ***Rising Stars***, ***Witchblade*** and ***Green Lantern***, now out in hardcover."

Magnus, Robot Fighter Volume One is scheduled for May release.

Across the Universe

Last week, *Jay Faerber, Jim Valentino, & Phil Hester* talked with *CSN* about the upcoming teen-superhero-alliance crossover series ***The Pact,*** starring Firebreather, ShadowHawk, Invincible, and Zephyr (from ***Noble Causes***). In the discussion that continued beyond the article, the question arose: with fans always interested in superhero crossovers within the Imageverse, why doesn't Image move further towards a cohesive universe for all its superheroes? ***Noble Causes*** creator *Jay Faerber*, who came to Image at about the time the publisher was making a renewed attempt to establish a related superheroverse with some of its then-new titles, offered an intriguing anecdote that underscored the problems inherent in such a universe.

"The thing that makes have a cohesive universe at Image rather difficult is that simple fact that in order to have things all line up a certain way, you've gotta have a boss—someone in charge who can 'yay' or 'nay' things, and make sure things don't contradict other things," Faerber explained. "But at Image, the whole *point* of doing a book there is that you *don't* have editors who are making rules about what you can and can't do.

"I remember when we launched the four super-hero books a few years ago (***Venture, Invincible, Dominion,*** and ***Clockmaker***), *Keith Giffen's* ***Dominion*** series depicted a massive alien army invading—and occupying—Australia. In a corporate-owned 'universe' (God, that's a chilling thought!), you'd have editors who would make sure that his occupation was reflected in other books. But my book didn't have anything to do with Australia, so why should I go out of my way to reflect it, you know? Plus, you've got books like ***Invincible*** and ***Noble Causes***, featuring larger-than-life, globe-trotting heroes. Why didn't those heroes repel the attack? Shouldn't they have at least tried? Well, the reason is, Kirkman and I had our *own* stories to tell. Plus, having super-heroes come in and save the day didn't fit with what Keith wanted to do with ***Dominion***. So, it's complicated..."

And there you have it—a look at the problems of a cohesive Imageverse, from someone who's been there and *hasn't* done that!...

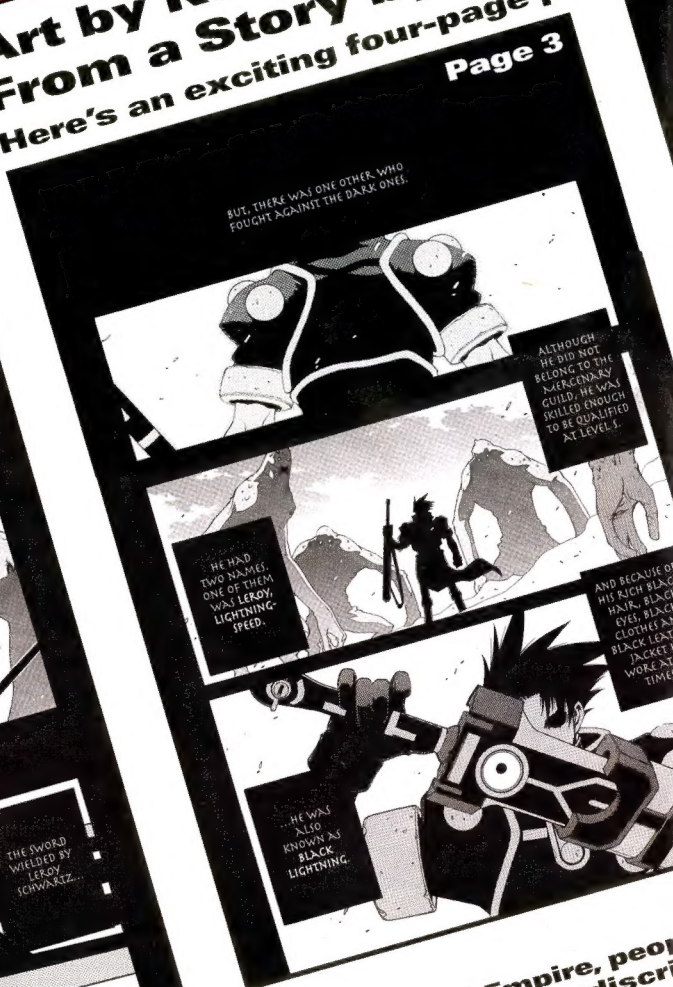
cmx PURE MANGA

SWORD OF THE DARK ONES

Art by Kotobuki Tsukasa
From a Story by Yasui K

Here's an exciting four-page previe

想 FANTASY


Page 3
BUT, THERE WAS ONE OTHER, WHO FOUGHT AGAINST THE DARK ONES.
ALTHOUGH HE DID NOT BELONG TO THE MERCENARY GUILD, HE WAS SKILLED ENOUGH TO BE QUALIFIED AT LEVEL 5.
...HE HAD TWO NAMES. ONE OF THEM WAS LEROY LIGHTNING-SPEED.
...HE WAS ALSO KNOWN AS BLACK LIGHTNING.

In the Asgard Empire, peo
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Page 2
EVEN I CAN'T REMEMBER WHEN THEY FIRST ARRIVED.
HUMANS, WHO HAD ALWAYS RULED THE WORLD UNCHALLENGED...
...BEGAN TO LIVE WITH THE CONSTANT FEAR OF BEING ATTACKED BY THEM.
Page 1
READ RIGHT TO LEFT
THE DARK ONES
RAGNAROK © 2001 Tsukasa Kotobuki
© 2001 Kentaro Yasui/Kadokawa Shoten English Translation © 2005.
ple live their lives in constant fear. Monsters, known as the Dark Ones, roam the
iminately. One man has built a reputation as the best monster-killer around—a
nary named Leroy Schwartz, "the Black Lightning." Hired to rescue the sister of
nan he vowed to kill, Leroy descends into the sordid world of assassins and
rostitutes. But what he'll discover challenges everything he thought he knew
about the Dark Ones...and himself.
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COMING COMICS— MARVEL IN MAY

The Black Panther faces Klaw's triple threat in ***Black Panther #4*** by *Reginald Hudlin & John Romita Jr.* Cutting a swathe through Wakanda's ground forces – the Rhino and Batroc. Slicing through Wakanda's aerial defensives—the Black Knight. And striking a blow where no one would ever expect – the Radioactive Man. Wakanda's protector has never faced a challenge like this. Can the Black Panther persevere?

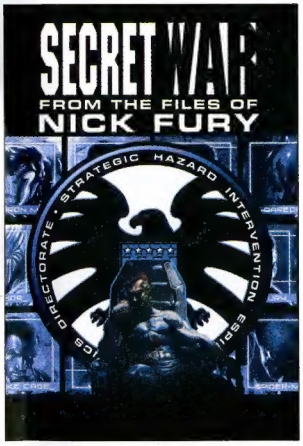
The new ***Fantastic Four*** creative team of *J. Michael Straczynski & Mike McKone* kick off their run with "Distant Music," a story arc that begins in ***FF #527***. First up: an intriguing offer for a conflicted Reed, and a windfall for Ben!

In celebration of the 30th anniversary of 1975's ***Giant-Size X-Men #s 1 & 2*** comes a colossal collection of the X-Men's greatest team-ups – plus a brand-new untold tale of the All-New, All-Different X-Men by *Joss Whedon & Dave Cockrum*. The new tale is complemented by Silver Age tales uniting the X-Men with the FF and Spider-Man.

Meet Adam Aaronson – the ideal teenager. Straight "A" student. Captain of the West Tech football team. Smart. Handsome. Charismatic. Every boy wants to be him. Every girl wants to be with him! But after a series of debilitating seizures, Adam makes a discovery that will shake his very reality to the core – the fact that he isn't real at all! Join Adam as he begins to decrypt the truth about his origins and what it truly means to be human in ***Machine Teen***, a five-issue limited series by *Marc Sumerak & Mike Hawthorne*.

Marvel and EA join forces for ***Marvel Nemesis: The Imperfects***, a comic book-videogame crossover six-issue miniseries by *Greg Pak & Renato Arlem*. An evil scientist sets his crosshairs on planet Earth, in search of test subjects for his experiments, transforming even the most timid creatures into vicious fighting machines. Thousands of years later, the Thing, Wolverine, Spider-Man and Elektra all find themselves unwilling participants in the scientist's millennia-old trials…or perhaps not all of them are *that* unwilling.

Fantastic Four connoisseurs will have to have ***Maximum Fantastic Four***, a deluxe super-size, digitally remastered, panel-by-panel exploration of the entire issue that captures every single detail and nuance of Kirby's groundbreaking artwork. The book also contains a substantial introduction and afterword by bestselling author and comic-book enthusiast *Walter Mosley*; art commentary by Kirby expert *Mark Evanier*; the stunning design of *Paul Sahre*; and a scale-sized, high-resolution reproduction of ***FF #1***. This immaculately packaged coffee-table masterpiece is must-have for any Jack Kirby enthusiast, Fantastic Four fanatic, or sequential art fan!



Steve McNiven signs on as guest artist of ***New Avengers #7***, joining *Brian Bendis* for a three-part story arc spotlighting the Sentry. The mysteries and tragedies of this enigmatic Avenger come to the forefront as the New Avengers come to his aid. Who is behind the Sentry's tragic life?

From the pages of ***New X-Men***, the resident bad boys (and girls) of Xavier's get their own miniseries in ***New X-Men: Hellions***, a four-parter by *Nunzio DeFilippis & Christina Weir*. The Hellions spend the summer in California, where they'll discover the dirty secrets from one of their pasts and will face a temptation that will determine whether these kids will be heroes or villains.

Learn all about Marvel's supergroups in ***The Official Handbook of the Marvel Universe: Teams 2005***, featuring in-depth bios of more than thirty of Marvel's high-profile teams.

From the darkest bowels of Riker's prison, the old men preside over their empire. Nothing goes down without their say-so; no one draws a breath without their permission. And when a riot explodes, they need only fortify their defenses and ride it out. But someone else is weaving his way through the bloodstained halls, their newest neighbor: Frank Castle. See him in action in ***Punisher: The Cell***, a oneshot by *Garth Ennis & Lewis LaRosa*, the artist of the initial story arc that kicked off the Marvel MAX ***Punisher*** run.

The secrets behind the war, as seen through the eyes of the spy game's elder statesman, are spotlighted in ***Secret War: From the Files of Nick Fury***, an essential companion to the limited-series mega-event, revealing stunning new details of the darkest chapter in Marvel Universe history! How did S.H.I.E.L.D Director Nick Fury choose his ragtag team of misunderstood heroes? Which A-listers didn't make the cut, and why? Who does Fury consider the most dangerous villain in the Marvel Universe? It's all in here!

When an old enemy returns to destroy the Fantastic Five, Spider-Girl must join the children

of the original FF on the last line of defense. Franklin Richards, Kristoff and the man called Nova guest-star in ***Spider-Girl #86*** by *Tom DeFalco & Ron Frenz*.

The strangest super-team of all makes its Ultimate appearance in *Mark Millar & Bryan Hitch's* ***Ultimates 2 #6*** as the Ultimate Defenders debut. With his membership in The Ultimates terminated, Hank Pym makes a bid to become a Defender, joining the storied ranks of such greats as Valkyrie, Nighthawk, and Daimon Hellstrom. It's Pym's big chance for redemption.

Ultimate Wolverine makes his explosive return in *Brian K. Vaughan & Stuart Immonen's* ***Ultimate X-Men #59***. Storm travels to the Great White North to find her missing friend, and the duo soon encounter a terrifying new threat—a classic Marvel villain making his Ultimate debut!

Marvel collected editions for May include:

- ***Amazing Spider-Man Volume Nine: Skin Deep***, collecting the *J. Michael Straczynski-Mike Deodato* story arc from ***Amazing Spider-Man #s 515-518***;
- ***Avengers: Kang—Time & Time Again***, collecting classic Kang confrontations from ***Avengers #s 69-71 & 267-269***, ***Thor #140***, and ***Hulk #135***;
- ***Best of the Fantastic Four Volume One***, collecting tales from ***FF #s 1, 39, 40, 51, 100, 116, 176, 236, 267, (v3) #56, (v3) #60***; ***Marvel Fanfare #15***; ***Marvel Two-In-One #50***, and ***Marvel Knights 4 #4***;
- ***Emma Frost Volume Three: Bloom***, a digest-sized collection of stories from ***Emma Frost #s 13-18***;
- ***Essential Defenders Volume One***, a phone-book sized bargain-priced black-and-white compendium collecting ***Dr. Strange #183***, ***Sub-Mariner #s 22 & 34-35***; ***Incredible Hulk #126*** ***Marvel Feature #s 1-3***; ***Defenders #s 1-14***; and ***Avengers #s 115-118***;
- ***Essential Thor Volume Two***, a hefty black and white collection that includes ***Thor #s 113-136*** and ***Thor Annual #s 1 & 2***;

- ***Human Torch Volume One: Burn***, a digest-sized collection of ***Human Torch #s 1-6*** by *Karl Kesel & Skottie Young*;
- ***Excalibur Volume Two: Saturday Night***, collecting ***Excalibur #s 5-10***;
- ***Fantastic Four Volume Six: Rising Storm***, collecting the final *Mark Waid-Mike Wieringo* FF story arc from ***Fantastic Four #s 520-524***;
- ***Giant-Size Marvel***, a trade paperback compilation of 1970s tales from ***Giant-Size Fantastic Four #4***, ***Giant-Size Avengers #1***, ***Giant-Size Defenders #4***, ***Giant-Size Super-Heroes #1***, ***Giant-Size Invaders #1***, ***Giant-Size X-Men #1***, and ***Giant-Size Creatures #1*** (but alas, nothing from the legendary ***Giant-Size Man-Thing…***);
- ***Man-Thing: Whatever Knows Fear…***, collecting the limited series by *Hans Rodionoff & Kyle Hotz*, along with Man-Thing tales from ***Savage Tales #1*** and ***Adventures Into Fear #16***;
- ***Marvel Knights Spider-Man Volume Three: The Last Stand***, collecting the last third of the *Mark Millar-Terry Dodson* story arc from ***Marvel Knights Spider-Man #s 9-12***;

•***Marvel Masterworks: The Invincible Iron Man Volume Two,*** collecting Silver Age classics from *Tales of Suspense #s 51-65;*

•***Marvel Team-Up Volume One: The Golden Child,*** collecting *Marvel Team-Up #s 1-6;*

•***Marvel Milestones: Wolverine, X-Men, & Tuk the Caveboy,*** collecting stories from ***Marvel Comics Presents #1, Uncanny X-Men #201,*** and ***Captain America Comics #s 1 & 2;***

•***Marvel Must-Haves: NYX #s 1-3,*** reprinting the sold-out issues of the series that introduced X-23;

•***New Thunderbolts Volume One: One Step Forward,*** collecting the first six issues of the series by *Fabian Nicieza & Tom Grummett;*

•***Nightcrawler: The Devil Inside,*** collecting ***Nightcrawler #s 1-6;***

•***Powers Volume One,*** a hardcover collection of the first eleven issues of the original ***Powers*** series by *Brian Bendis & Michael Avon Oeming,* complete with all sorts of bonus features, including sketchwork, scripts, interviews, galleries, original designs and a ***Powers*** collection first – a Best of the Letter Column, Year One;

•***Punisher Max Volume Three: Mother Russia,*** collecting ***Punisher #s 13-18*** by *Garth Ennis & Dougie Braithwaite;*

•***Spectacular Spider-Man Volume Five: Sins Remembered,*** collecting the *Samm Barnes-Scot Eaton* four-parter from ***Spectacular Spider-Man #s 23-26;***

•***Ultimate Adventures: One Tin Soldier,*** featuring the short-lived series by *Ron Zimmerman & Duncan Fegredo;* and

•***X-Men: Eve of Destruction,*** collecting the story arc from ***Uncanny X-Men #s 391-393*** and ***X-Men #s 111-113,*** guest-starring Dazzler, the late Northstar, Corsair, and others.

The Games People Play

By Brett Brooks

Eagle Brings Back Conquest

Once again, it is time to take over the world! Eagle Games has acquired the rights to do a revamped version of the classic Milton Bradley game ***Conquest of the Empire***. With the title of ***Conquest of the Empire 2***, the game will come with the complete rules for the original game, along with an entirely new set of rules. Based around the concept of becoming the one ruler of the Roman Empire, ***Conquest of the Empire*** is one of the games originally released with ***Axis and Allies*** and ***Shogun*** (later called ***Samurai Swords***). And that's just the start of Eagle's ambitious plan to release nine new products in 2005.

The other big title on Eagle's plan is the long-anticipated ***Sid Meier's Pirates! The Boardgame,*** based on the hit computer game of the same name (minus ***The Boardgame,*** of course).

Also on the schedule for 2005 are ***Railroad Tycoon: The Boardgame,*** which is a streamlined version of ***The Age of Steam*** by Martin Wallace. ***Age of Empires III: The Age of Discovery*** is the latest release for the series based on the popular computer game.

In the non-boardgame category, Eagle also plans on ***Cluzzle,*** a family party game using clay, as well as ***For Sale, Motley Fool,*** and the most unlikely title for a game, ***Shakespeare: The Bard Game***. Look for these games to arrive throughout the rest of the year at your local gaming store.

Pokemon Plans for Progress

Far too often, you hear people talk about ***Pokemon***'s success in the past tense. As though the game was completely gone and nothing remained. In reality, that's very far from the truth, as Nintendo's publishing schedule makes quite evident.

The recently released ***Deoxys*** expansion was only the first release of the year from Nintendo. Coming up in May is the ***EX Emerald*** expansion, with an all-new set of cards to continue the game. New pokemon and new strategies are sure to develop from this exciting new set of cards.

But the releases don't stop there. Two more new sets of cards will release before the end of the year, one in August and the final set in November. In addition, Nintendo will release a new special item in October; the details on this set are not yet known, but keep checking with ***CSN*** and we'll let you know as the information becomes available.

Hero's Gambit Revamps Warlord

Warlord just keeps on rolling along, taking everything in its path. Alderac Entertainment Group is ready to release ***Hero's Gambit,*** the latest expansion for their hit CCG. This new release will include 158 new cards, including six new warlords. There are four new fifty-card decks coming out with the set: Elf, Free Kingdom, Deverianian, and Mercenaries. There will also be 48-count boxes of eleven card packs.

AEG wants this new set to revamp the way that players look at ***Warlord*** in competitive play, adding a new emphasis to troop positioning by adding new abilities based on the position of characters in the formation. The ***Warlord: Hero's Gambit*** boosters will carry the suggested retail of $2.99, while the starters are suggested at $11.99. You can look for the new release to arrive in stores this June.

Genio Goes Out of Business, But Games Continue

The board of directors for the Genio Corporation has officially shut down operations for the company. A massive return in product from the mass-market caused a $900,000 accounting hit, pushing the company out of business.

Despite the demise of the company, their product is still alive, however. The most recent release from Genio, ***Myths and Legends,*** has already found a new home with Comic Images. ***Myths and Legends*** is a hit CCG from Chilean publisher Salo, which has already arrived in some stores with the Genio logo. The re-launch of the product will start hitting stores in late June/ early July. There are already several expansions available from the original publisher, and Comic Images intends to bring those to the United States to support the game. There will be no change to the rules and style of the game. The price point for the new release has yet to be announced.

Stargate Cancelled

Fans of the popular show ***Stargate SG-1,*** currently airing on The SciFi Channel, are going to be crushed to discover that ***Stargate*** is no more. No, not the show, that's doing fine, but the role-playing game based on the show is no more. Sony Entertainment, who acquired the rights to ***Stargate*** when they acquired MGM, has decided to discontinue the license that was held by AEG.

The brand manager from Alderac, *Rob Vaux,* stated on the AEG forum: "For the past several months AEG has been in negotiations with MGM and Sony Entertainment to continue publishing the ***Stargate SG-1*** role-playing game. Sadly, Sony has chosen not to renew our contract at this time, meaning that we will no longer be able to publish ***Stargate SG-1***."

Alderac intends to support the game through their online forums, but for the time being, there is no plans to release any further product. Rumors are flying about other companies working to acquire the rights to the ***Stargate*** property, but no announcements have been made.

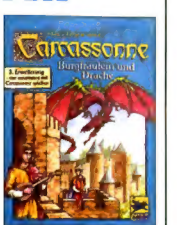
DBZ Gets Relaunch

It has been a while since Score Entertainment has released anything for the ***DragonBall Z Trading Card Game,*** but that's because they've decided to look at things in a new light. The new ***DragonBall Z TCG*** has a release date of July 15th. Score plans to promote the game with promo cards and demonstrations at upcoming conventions. The return of the ***DragonBall Z*** cartoon to Cartoon Network is expected to bring the demand for ***DBZ*** products to the forefront, and Score will have the new CCG for you this summer. In addition, Score will be releasing deck boxes, sleeves, and deck box bags, along with a second set of boosters for the game by the end of the year.

Robotech CCG On The Launchpad

With the elevated popularity of anime and mange, it is only natural that one of the first anime to get the ball rolling in America is ready to make a comeback. Hero Factory will be producing and releasing a new collectible card game based on the ***Robotech*** property. The company has already released a set of ***Robotech*** trading cards back in 20002 using art from the classic series. It has been twenty years since ***Robotech*** debuted in the U.S., and it has remained popular, spawning a wide variety of product, over that time. No timetable has been announced for the product line, but with this being the 20th Anniversary of the ***Robotech*** invasion of America, it is natural to assume that they will try to have the first release out by the end of the year. Keep checking with ***CSN*** for information as it becomes available.

Carcassonne Goes With Classic Duo



As far as a fantasy story is concerned, what can be more timeless than a dragon and a princess? Rio Grande is set to release the new ***Carcassonne: The Princess and The Dragon*** expansion for their hit board game. In the context of the story, a dragon has come to the land, and a princess helps to build secret passages to avoid the dragon and stay alive. The new ***Carcassonne: The Princess and The Dragon*** expansion is due out in March for the suggested retail price of $12.95.

WizKids Gets Board

Best known for their Clix line of games that includes ***Mage Knight, MechWarrior,*** and ***HeroClix,*** is moving away from the miniature, and heading into a piece of cardboard. ***Tsuro*** is the name of the first boardgame from WizKids, which will debut from them this Fall. "It plays like a timeless strategy game similar to Go or chess," *Mike Samora,* WizKids VP-Sales and Marketing, said, "and the game's beautiful design and elegant play will make it a centerpiece of family entertainment." No further details are available at this time, but we'll let you know more before the game hits stores this Fall.

Tomorrow Returns from Yesteryear

Long-time comics fans will probably remember *Roy Richardson & Rod Whigham's* SF-adventure series ***Tomorrow Knights,*** which last appeared from Epic Comics in the early 1990's. Well, Z-Man Games remembers, and they are ready to bring them to the gaming community. The upcoming ***Tomorrow Knights RPG*** will use the ***Mutants and Masterminds*** Superlink stats to power the game, making it compatible with Green Ronin's award winning RPG. The game will include stats for all the characters, gear, weapons, vehicles and battle-suits. And you won't have to wait long to see the results, as ***The Tomorrow Knights*** is scheduled for release in April.

GRANT MORRISON SEV

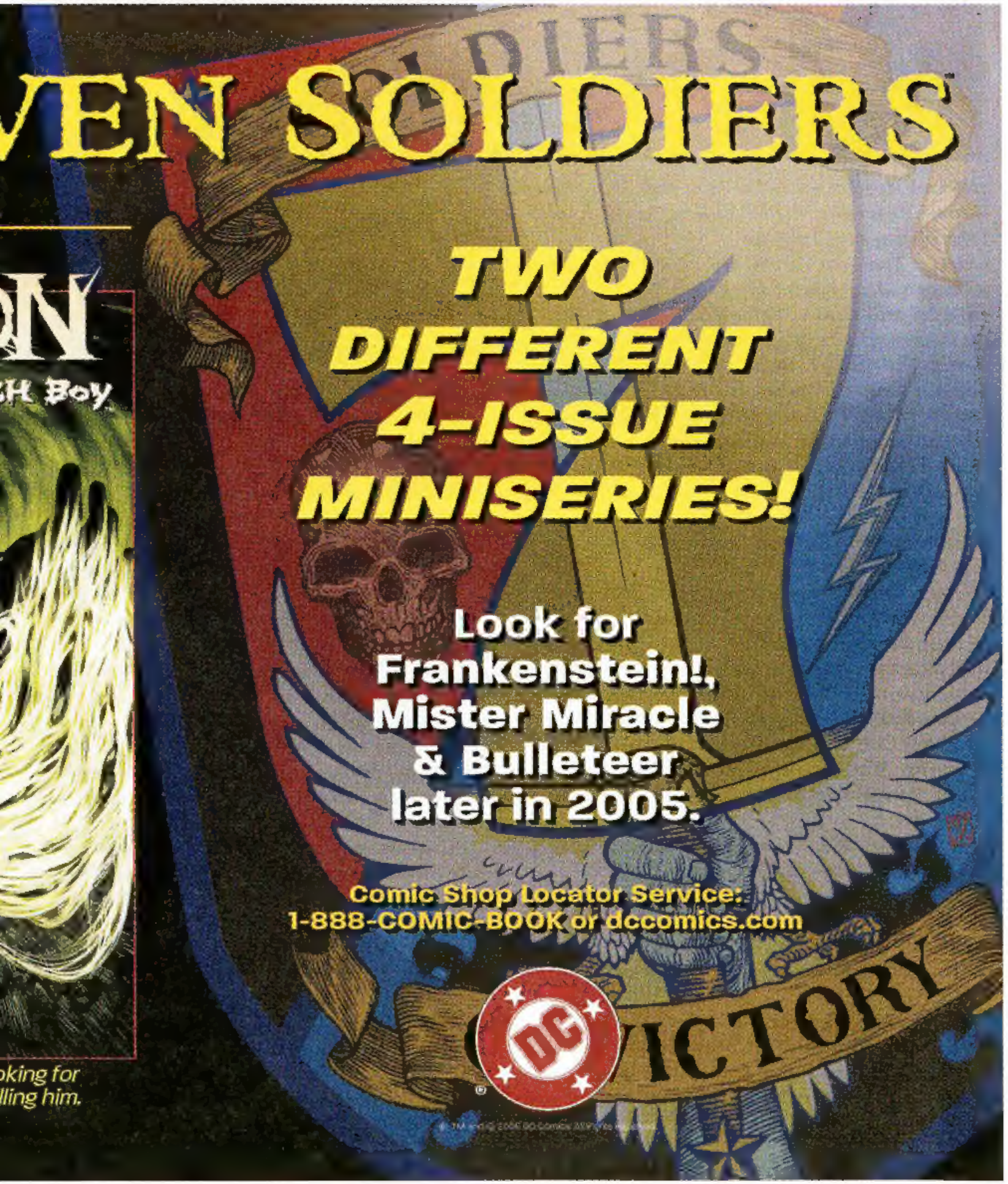
PREMIERING IN APRIL

Her life as a sorceress on the road is filled with occult adventure and weird romance.

Art by Ryan Sook & Mick Gray

He's a hip, Puritan Goth hero loc a new world that may end up ki

Art by Frazer Irving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